

**TOWN OF FOUNTAIN HILLS
COMMUNITY SERVICES DEPARTMENT
PARKS AND RECREATION DIVISION**



ADULT CO-ED SLOW-PITCH SOFTBALL
POLICIES AND PROCEDURES



AMENDMENTS TO ASA RULES

Team managers or assistant team managers are responsible for reading, understanding, and informing all team members of the information in this manual.

Recreation Coordinator
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Office hours: Monday - Thursday, 7 a.m. - 6 p.m., closed on Fridays

BASICS: (please read this in addition to the complete rulebook)

- ☞ Games will start at 5:00 p.m and 6:00 p.m and are subject to change. Teams play 1 game each night unless otherwise stated on the schedule.
- ☞ There is a one-and-one count with no fouls to waste. Women will be allowed one foul ball on the third strike per at bat. (Sec II 5)
- ☞ Home runs – Coed League will be allowed two (2) home runs per game, per team. Any ball hit over the fence after the 2nd home run will result in an out. (Sec II 6). Inside-the-park home runs do not count toward the team home run totals. Teams must return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact.
- ☞ Run (mercy) rule –Any team ahead by 20 runs after 3 innings, 15 after 4, or 10 runs after 5 innings will be declared the winner.
- ☞ Teams must have a minimum of eight (8) players **PRESENT AT GAME TIME** to begin the game or the game is forfeited. No team may start with less than eight (8), nor finish with less than eight (8), or it will be considered a forfeit. Coed teams must play a minimum of 4 women. The amount of women must equal or exceed the amount of men at all times. If less than ten players start the game, the missing player(s) will NOT be considered an out.
- ☞ Teams shall be allowed a two 5-minute grace periods during the season (one per game.) This time will be deducted from the scheduled game time. If after 5 minutes a team is still short players, the game will be forfeited. Once a team has used their two grace periods, game time will be forfeit time. If the game is able to start, the team without enough players at game time will be the visiting team and will bat first.
- ☞ Game time limit: All games are seven (7) innings or 55 minutes, whichever comes first. No new inning will start after 55 minutes.
- ☞ Players must be listed on the roster before the “Frozen Roster Date” and have played in at least **four** games to be eligible for tournament play. (Sec I 20 D). Roster changes will be accepted until the Sunday of the 3rd week of scheduled play.
- ☞ There is **no alcohol** allowed in the park during league play. This includes fields, dug outs, stands, sidewalks and parking lot. (Sec I 22)
- ☞ The final tournament game will have a run rule, but no time limit.
- ☞ The Recreation Coordinator has the right to add/delete/modify any rule for the league at any time in order to maintain safe, enjoyable play for all participants.

SECTION I: PROGRAM INFORMATION

1. MISSION STATEMENT

The mission of the Fountain Hills Community Services/Parks and Recreation Division is to enhance the quality of life by providing and maintaining safe, available, and accessible services that will meet the intellectual, social, cultural, and leisure needs of all residents.

2. REGISTRATION, PLAYING DATES AND HOLIDAYS

- A. Leagues offered: Co-Ed, Senior Leagues and tournaments.
- B. Teams will be subject to paying a late registration fee that applies to any team who does not meet the deadline.
- C. **No teams may register after 6:00 p.m. on the closing day.**
- D. Teams are not considered registered in the league until payment has been received by the Community Services Department. This league will consist of a minimum of 4 teams and maximum of 6 teams. Registration means payment of total fees and completing the roster. Fields are available to registered teams for one free practice per season based on availability and must be during the day (athletic field lights cost \$10/hour). All other bookings will be subject to regular field rates and payment is required at the time of booking. (Sec I 13)
- E. Registration may be paid in person, online, mail or fax, to the Community Services Office in the Town Hall located at 16705 E. Avenue of the Fountain. Registrations will not be taken by telephone. Verbal registrations will **not** be accepted.
- F. Each team must complete the roster form each season. The attached waiver must be signed by all team members and returned to the Recreation Coordinator or to the On-site Field Supervisor before the first game played.
- G. All fees will be set by the Community Services Department.
- H. There will be three (3) regular seasons each year, however dates are subject to change.
- I. Each season will last approximately 8 weeks.
- J. No games will be scheduled on the following holidays:

New Year's Day	Fourth of July Weekend	Christmas Day
Easter Weekend	Labor Day Weekend	Veteran's Day
Memorial Day Weekend	Thanksgiving Day	Father's Day Weekend(varies)
Martin Luther King Day		

3. ORGANIZATIONAL/MANAGER'S MEETING

A pre-season meeting of all team managers and/or assistants will be held the week before the regular season. All Town Rules and Regulations will be discussed. Any team who does not have a representative at the meeting will forfeit their first regular season game. An

Amateur Softball Association of America (ASA) rulebook can only be purchased through ASA's website (azasa.org) if teams choose to register their teams through ASA. Non-registered ASA teams cannot purchase ASA rulebooks or can try Amazon.com. Ground Rules not covered in this manual will be handled as stated in the ASA guidelines.

4. **PROGRAM COST**

\$350 per team and is subject to change. A twenty (20) player maximum is allowed per roster. REFUNDS will be issued ONLY in the event of a league cancellation. There will be a \$20 late fee for any teams who sign up after the registration deadline that is non-negotiable. No exceptions!

5. **NUMBER OF GAMES**

To be determined based on the number of teams registered and field availability.

6. **COMMUNICATION**

When registering your team, please fill out the necessary and correct information on the roster. This information will be used for notification of any cancellations or necessary information for the season. The Community Services Department will notify team managers by email at least five working days before the rescheduled game. If the rescheduled game needs to be scheduled immediately, team managers will be emailed. Please contact the Community Services Department at 480-816-5132 if you wish to verify rescheduled game(s). When a change needs to be made concerning team names, managers, or assistant manager's telephone number or address, please notify the Community Services Department. Schedules are posted at <http://www.fh.az.gov/parks-recreation/athletic-leagues>

7. **RULES AND REGULATIONS POLICY STATEMENT**

The Town of Fountain Hills reserves the right to change any rules and regulations whenever due cause warrants. If a change is made, all team managers affected by the change will be notified. **In addition, the Recreation Coordinator reserves the right to add and/or delete any rule or regulation at any time when it benefits the program.**

8. **AGE LIMIT**

Players must be **18 years or older** to participate in adult athletic programs. A team who includes any illegal or underage player will forfeit the game in which that player plays.

9. **EQUAL OPPORTUNITY**

The Town of Fountain Hills does not discriminate against race, color, handicap, or national origin in its athletic programs.

10. **PLAYING TIMES AND DAYS**

- A. Games are on Sundays.
- B. Your team must be able to play during the evening hours on Sunday nights.
- C. Rescheduled or play-off games can be played on any given evening, or at any time, without promise of maintaining previously scheduled pattern of nights played.
- D. Teams that receive **four (4) forfeits** during regular season play will be removed from the schedule for the remainder of the season. **NO REFUNDS will be issued.**
- E. Team names or uniforms that are felt to be offensive in any way will not be allowed. This will be at the discretion of the Recreation Coordinator.
- F. Default Procedures
A team wishing to default a game must notify the Recreation Coordinator no later than Thursday prior to the game if you do not wish to play your regularly scheduled game. Only the team manager may default a game. The Recreation Coordinator or onsite field supervisor will then contact the opposing team and notify them of the cancellation or the team manager can contact the opposing team. Team manager's phone numbers will be posted on the schedule. A defaulted game will count as a "loss" in the league standings – not a forfeit.

11. **AWARDS**

Tournament champions will receive 15 t-shirts.

12. **POLICY STATEMENT ON OFFICIALS**

- A. Officials are provided by the Town of Fountain Hills.
- B. Judgement calls are **final**. No protests concerning judgement calls will be made.

13. **CARE OF BALL FIELDS**

Please instruct all players and spectators to place empty cans and litter in trash receptacles. Misuse of ball fields, park facilities, and/or school grounds will not be tolerated.

- A. Report violations of policies and damage to facilities to the program supervisor or the Community Services Department. 480-816-5132.
- B. Signs will be posted and gates will be locked if the fields are closed for maintenance. Use of fields will be restricted to all persons during these times.

14. **NUMBER OF GAME PLAYERS**

- A. Teams should consist of 8-16 players. Teams must have a minimum of eight (8) players **PRESENT AT GAME TIME** to begin the game or the game is forfeited. No team may start with less than eight (8), nor finish with less than eight (8), or it will be considered a forfeit. Co-Ed teams must play a minimum of 4 women. The amount of women must equal or exceed the amount of men at all times. If less than ten players start the game, the missing player(s) will not be considered an out.

Coed Adult Slow-pitch, 10 players allowed on field defensively. Defensive positioning with 10 players shall be 2 males/2 females in both the infield & outfield positions, 1

male/1female in pitcher and catcher positions. At no time, regardless of the number of players, can the infield or outfield either be all males or all females (unless team is playing with only 2 or 3 males, in which case one still must be pitcher or catcher).

Exception to rule: All women's team.

Teams may bat with a sixteen (16) player line-up, continuing to field ten (10) players. The 16 batters may rotate among the fielding positions, always maintaining the original batting order. A team may finish the game with less than the original line-up due to player injury, ejection or emergency. When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up every time. **ONLY** in this case will a male player not be required to exit the game. Players may be added to the end of the batting order up to (16) players once the game has started.

Batting is unlimited. The batting order must alternate between genders unless women exceed men. Men may not bat consecutively.

Male batters must hit the 12-inch softball and female batters must hit the 11-inch softball.

Outfielders can play anywhere up to the edge of the grass.

WALKS: Any walk to a male batter will result in a two-base award. Runners already on base move only if forced. The next batter (a female) will bat. **EXCEPTION:** With two outs, the female batter has the option to walk or bat. **NOTE:** Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

B. Teams are **STRONGLY** encouraged to exchange lineups before the game starts.

15. **UNATTACHED PLAYERS**

Registration for softball leagues is accepted for whole teams. If individuals wish to get on a team, the Community Services Department will place their name on a Free Agent list and provide the list to the managers. Managers may call individuals from the list if interested. The list is never a guarantee that an unattached player will find a team.

16. **INCLEMENT WEATHER PROCEDURES**

Games will be canceled due to inclement weather by **3:30 p.m.** on game days. Rain-outs will not be determined prior to 3PM. It is your responsibility as a team manager to be in contact with the Recreation Assistant on duty or Onsite field supervisor when there may be a possibility of canceled games due to inclement weather. Team managers are also responsible for notifying all players. When in doubt, call a Recreation Assistant at 480-797-5741. The Community Services Department may also cancel games for the following reasons:

A. Safety problems/concerns;

- B. Physical barriers or hazards
- C. Thunder and/or Heavy Rain
- D. Other.

After games have been canceled due to weather problems, it is your responsibility to contact the Recreation Coordinator for your newly rescheduled game time and date.

17. UNIFORMS

The Community Services Department does not require uniforms, but strongly encourages them to assist the opposing team and officials in identifying players. Team names or uniforms that are felt to be offensive in any way will not be allowed. This will be at the discretion of the Recreation Coordinator. Shirts must be worn at all times by players, managers, and coaches.

18. PROTESTS

- A. Protests will **not** be considered if they are based on a decision involving the accuracy of judgement on the part of the official. Protests will be considered when they concern a rule interpretation.
- B. All protests which cannot be resolved by the umpire or the on-site Field Supervisor must be submitted **IN WRITING** and turned into the Community Services Department, 16705 E. Avenue of the Fountain, **before closing on the next working day**. A \$15 processing fee is required before the protest will be reviewed. The fee will be refunded if the protest is upheld.
- C. Protest on Player Eligibility: **ATTENTION** – protests on player eligibility can be made before the player's second at-bat. The moment a player completes his second at-bat, his eligibility cannot be protested. No player eligibility protests may be declared by the offended team. If a game is protested on player eligibility and the protested player's name is not on the team roster or is found on more than one team roster, the offending team will forfeit the game. The protested player's name will automatically be deleted from the other team's roster. (Also see #21) Managers cannot protest an entire roster, only individual players. Challenging teams must register a protest stating the players(s) names and team. Managers are allowed one (1) eligibility protest per game, per team. Use of an illegal player may result in player and/or coach suspension and/or forfeiture of that game.

19. PROTEST PROCEDURES

- A. The notification of intent to protest must be made immediately before the next legal or illegal pitch or before the last pitch of the game (Exception: Player eligibility).
- B. Submit official written protest along with \$15 processing fee before closing on the next working day. The \$15 fee is refunded if the protest is upheld.
- C. Offending team will be notified concerning the protest.
- D. Statements are collected from officials, staff and team managers if necessary.
- E. If protest is upheld or denied, notification will be made in writing to both parties involved.
 - 1. If a protest is made on the interpretation of a rule, and is upheld, but the

ruling at the point if infraction had no direct effect on the final outcome, the game WILL NOT be replayed. THE PROTEST WILL BE DISMISSED.

2. If a protest is made on the interpretation of a rule and is upheld, and at the point of infraction it had a DIRECT EFFECT on the final outcome, the game will be replayed from the top of the inning in which the infraction occurred.

20. **PLAYER ELIGIBILITY AND ROSTER ADDITIONS/DELETIONS**

- A. All participants must be 18 years old before the first game in which he/she participates.
- B. The roster must be typed or printed neatly with all information requested filled in, and must be filled out before the first game of each season.
- C. No player may play on more than one team or during the season. Exception: Different leagues. Male players may play on one Men's team and one Coed team. Managers should check player's eligibility before adding the player to their roster. Teams using players on duplicate rosters may forfeit all games in which the duplicate player(s) participated.
- D. Rosters are limited to 20 players including a team manager. A player can be added or deleted who has not participated on another team until the "Frozen Roster Date" which is the Sunday of the 3rd week of scheduled games. A player must have played in at least **four** regular season games to be eligible for tournament play. In order to add a player, he must sign an add/drop slip provided by Community Services or update the roster sheet, date it and initial.
- E. Player's names must appear on the team roster and waiver before the game in which they play to be an eligible player.
- F. The Onsite Field Supervisor and Recreation Coordinator must approve a roster addition or deletion before the first game in which they intend to play.
- G. Protest on Player Eligibility (see #18, C)
- H. The team roster must have the daytime phone number for the manager and/or assistant manager. When a change needs to be made in scheduling and the team manager cannot be contacted, the Community Services Department then contacts the assistant manager. This contact is easier to make when daytime phone numbers are available. The updated, correct address of manager and/or assistant manager is MANDATORY. Notification by mail cannot be accomplished if the address listed on the roster is not current.

21. **PLAYER IDENTIFICATION**

Players must provide identification if asked to do so by the Recreation Coordinator or On-site Field Supervisor. This is necessary in the event that any question regarding the eligibility of any player arises, (i.e., underage, not on roster, etc.) at any time before and during a game until a player's second at-bat. (See 18-C). Challenged players will be allowed 15 minutes into their game to produce proper identification to the onsite Field Supervisor. If, after this 15-minute period, proper I.D. has not been presented, the challenged player(s) will be declared illegal.

22. **ALCOHOL AT FIELDS**

The consumption or possession of alcohol at Golden Eagle Park (including the parking lot and bleacher area) is prohibited during league play.

SECTION II: LOCAL SLOW-PITCH SOFTBALL RULES

Slow-pitch softball will be played according to the **Amateur Softball Association of America (A.S.A.)** rulebook with the exception of Town of Fountain Hills Community Services modified rules. Ground rules concerns not covered in this packet will be handled as stated in the A.S.A. guidelines. For more information on ASA, visit their website at <http://www.asasoftball.com/>. The following statements are rule points of emphasis and Town league additions/modifications:

1. COURTESY RUNNERS/LEAD-OFFS

- A. A courtesy runner will be allowed when requested. The courtesy runner must be the last out of the same gender or any non-player on the roster. For instance, a male must run for a male, and a female for a female. One courtesy runner per inning unless the team bats around the order and the courtesy runner is used again by the same player:
 - A courtesy runner whose turn at bat comes while on base will be out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.
 - A player may be a courtesy runner only once an inning.
 - A courtesy runner may not run for an existing courtesy runner except for an injury. *(If a runner violates any of these three situations, the runner will be called out and removed from the base.)*
 - A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
- B. Leading off - is not allowed in any league. Runners may advance after the ball crosses the plate.

2. DISTANCES/HEIGHTS

- A. Bases are set at 70'; pitching distance is 50' for all leagues.
- B. The pitched ball must arch at least six feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than twelve feet above the ground.
- C. The pitcher may take a position from the edge of the pitcher's plate to six feet behind the pitcher's plate, within the 24 inch width of the pitcher's plate, with both feet firmly on the ground.

3. GAME TIME

- A. Teams shall be allowed a two 5-minute grace periods during the season (one per game.) This time will be deducted from the scheduled game time. If after 5

minutes a team is still short players, the game will be forfeited. Once a team has used their two grace periods, game time will be forfeit time. If the game is able to start, the team without enough players at game time will be the visiting team and will bat first. The umpire on the field keeps the official time. Time will begin when official declares, "play ball." The scoreboard is **not** official time or score unless stated so by the umpire.

- B. All games are seven (7) innings or 55 minutes, whichever comes first. If a team leads by (10) runs after five innings, the team that is ahead is awarded the win. No inning may begin after 55 minutes. A new inning begins immediately after the final out of the preceding inning. The umpire may call "last inning" before 55 minutes.
- C. Games played (4) or more innings and called due to inclement weather or other unforeseen cancellations shall be considered a regulation game. If a game is called for inclement weather during **Tournament Play**, the game will be continued at a later date from where the game was stopped. Teams will only play for the time remaining in their regulation 55 minute game with the exception of the Tournament Championship game which has no time limit but a run rule.
- D. The final tournament game will have a run rule, but no time limit.

4. **HOME TEAM**

Home team is listed first on the schedule (i.e. 5 - 6 = 5 is the home team) and occupies the first base dugout. Home team takes the field first. See section **II. 3 & II. 13**. In tournament play, the higher seed is home team.

5. **ONE AND ONE COUNT (With none to waste)**

All batters will begin each at bat with a 1-ball, 1-strike count. Women are allowed one foul ball on the third strike per at bat. NO intentional walks allowed.

6. **HOME RUN RULE & RUN RULE**

Coed League will be allowed two (2) home runs per game, per team. Any ball hit over the fence after the 2nd home run will result in an out.

Run (mercy) rule –Any team ahead by 20 runs after 3 innings, 15 after 4, or 10 runs after 5 innings will be declared the winner.

No time limit will be in effect for the championship game of the tournament but will have a run rule.

7. **TIE GAMES**

Teams will play one extra inning after seven (7) innings or 55 minutes in order to break a tie. Teams playing seven innings to a tie, prior to the time limit, may use the balance of their 55 minutes in an attempt to determine a winner. **If time has expired before seven innings, an extra inning will still be played.** If the game remains tied after the extra inning, the game will stand as a tie. Ties will count as a ½ win and ½ loss. During Tournament Play, International Rules will apply with a runner starting each inning on second base for each team with 2 outs.

The team with the best record will have the higher seed in the end of the season single-elimination tournament.

Any season tiebreakers will be determined first by head to head competition and then by run differential. If there continues to be a tie, a coin toss will determine the higher seed.

8. **WARM-UPS (INFIELD/OUTFIELD)**

Pitchers may get three (3) warm-up pitches at the beginning of the game. After the first inning, the pitcher will be allowed 2 warm-up pitches. Once the game has started, there will be NO infield/outfield practice between innings.

9. **GAME BALL**

The game ball used is an ASA approved High Visibility, cor.44, 375lb compression, 11" for women and 12" ball for men. One new game ball will be provided by Community Services and should be given back to the onsite field supervisor after the game to be used for back up balls. Teams must provide their own back if necessary. No substitute balls may be inserted into play; only Town of Fountain Hills official game balls will be accepted for play.

BALL RETURN POLICY

Teams must return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact. If all balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire's control. **The game clock will continue to run.** The umpire will introduce a new game ball, if an out-of-play ball is unable to be retrieved (i.e. unreachable, lost or stolen).

10. **BAT THROWING**

The intentional throwing of a bat is an automatic out and possible ejection from the game (ejection rules apply). The umpire is not required to give a player or team a warning before ejecting a player. Any such warning should be considered courtesy. This will be enforced as a safety factor under the discretion of the umpire and on-site supervisor.

11. **ILLEGAL BATS**

All players are required to use ASA legal bats. Only those bats, which are included on the ASA Certified Bat list (www.asasoftball.com) will be allowed for use in the Town of Fountain Hills League play. No tampered or altered bats allowed. All bats must not exceed the 1.20 (BPF) Bat Performance Factor. If a player is caught using a banned bat, he or she will be ejected from the game. A second infraction will result in a forfeit of the game. The umpire's decision on legal and illegal bats is **final**. **Any use of a "shaved" or "rolled" bat by a player will result in automatic ejection from the league and the players team forfeiting that game.**

12. **TEAM DUGOUT/BENCH AREA**

Player, coaches, managers, and one scorekeeper are allowed in the team dugout or bench area. **NO SPECTATORS, CHILDREN, OR PETS** are permitted in the dugouts at anytime during game play. Another adult not involved in the game should supervise children. Parents/Guardians are responsible for the safety and behavior of their children at the facility. The Town of Fountain Hills is not responsible for children's behavior or safety.

13. **GAME RESULTS AND LEAGUE STANDINGS**

A. The **home team** will be the official scorekeeper and each team should cross check the accuracy of the score each inning with each other. Teams are **STRONGLY** encouraged to exchange lineups before the game starts. If the designated home team does not provide a scorekeeper, the visiting team may provide a scorekeeper with the option of becoming home team. Score sheets, clipboards, pens or pencils will be provided. Line-ups with first and last names of each player (written legibly by each team), starting game times from the umpire, which players score, field number, and the final score are required on each score sheet. The winning team is responsible for reporting the score and winning team to the on-site Field Supervisor or Recreation Coordinator if necessary. The score will stand once the score sheet is submitted to the onsite Field Supervisor.

League standings will be updated every Monday or Tuesday during the regular season and posted on the website at <http://www.fh.az.gov/sports-programs.aspx>. Questions concerning league standings should be directed to the Recreation Coordinator.

14. **DECEITFUL ACTS**

No fake tags! A fake tag occurs when a fielder without the ball deceives the runner by impeding his/her progress. This will not be allowed. If this occurs, it will be the judgement of the official to either warn the player or eject them from the game.

15. **BUNTING/CHOPPED HITS**

No bunting or chopped hits are allowed. Penalty: batter is out and no runners may advance.

16. **SLIDING**

Runners must concede the out when the defense is attempting to complete the play. In other words, **RUNNERS, GET OUT OF THE WAY!** For questions concerning sliding, see the umpire before the game or refer to ASA Rule 8, Section 8.

17. **MISCELLANEOUS**

- A. Jewelry: All exposed items that are judged by the umpire to be hazardous or potentially dangerous; i.e., neck chains, watches, bracelets, or earrings may not be worn during the game.
- B. No steel, molded plastic, or football cleats may be worn. Removable cleats are also

prohibited. RUBBER CLEATS ARE ALLOWED.

18. **ORANGE BAG RULE**

On an infield play at first base, the runner shall touch the orange bag only. The defensive player is entitled to the white bag only. A runner touching the white bag can only be called out on appeal to the umpire. The defensive team can appeal until the base runner returns and touches the bag. Once the runner has returned and touched the bag, there are no grounds for appeal. If the defensive player touches the orange bag, the runner will be called safe. Exception: the first baseman may move to the outside corner of the orange bag to catch a throw as long as the play does not interfere with the runner. This is up to the discretion of the umpire.

19. **INJURY/911**

The on-site Field Supervisor will call 911 when necessary. Any player that is provided transportation by the ambulance to a medical facility is responsible for any fees incurred.

BLOOD RULE: A.S.A. "Blood Rule" applies to all games.

The Town of Fountain Hills carries no insurance for players participating in their leagues. PLAYERS PARTICIPATE AT THEIR OWN RISK.

20. **ELASTICITY**

Judgments will be made upon any rule or procedure not stated herein by the Recreation Coordinator or on-site Field Supervisor, as necessary, to provide for the recreational enjoyment and safety of players, coaches, managers, spectators, and Recreation staff members.

21. **COMMITMENT LINE OR SAFETY LINE**

The Safety Line shall be marked between home plate and the fence on the third base side of the diamond, perpendicular to the third base line. **On a play at home plate, a runner will be called out if he or she touches or crosses the Safety Line after the catcher has the ball and is in contact with the plate (i.e. a force play).** Otherwise, the runner will be safe. A runner will be considered to have crossed the Safety Line once they touch the ground on or beyond the line.

The catcher may still tag runners out if **NOT** standing on Home Plate only in between 3rd base and the commitment line. **If the runner**

touches home plate, runs over the plate or on the infield side (fair territory) of it, or makes intentional contact with the catcher, the runner will be called out.

EXCEPTION: The runner will not be out for any of these reasons if the catcher, or any member of the fielding team, is blocking the scoring/Safety Line so that the runner cannot be reasonably expected to cross it properly. **NOTE:** The runner is permitted to slide across the line.

A "Commitment Line" will be drawn perpendicular to the third base line, 20 feet from home plate. Once a runner has touched or crossed the "Commitment Line", he or she has committed to

trying to score and may not return to third base. A force play will now be in effect at home plate and the conditions of the previous rule will apply. **EXCEPTION: A runner who "committed", passed the commitment line, may return to third base after a caught fly ball OR to touch a base previously missed.**

DEAD BALLS: When a **HOME RUN** is hit (the ball clears the outfield fence), a **BASES LOADED WALK** or an **OVERTHROW** that goes **OUT OF PLAY** occur, the runner(s) **WILL NOT BE OUT** if they touch home plate.

SECTION III: CODE OF CONDUCT

All rules will be strictly enforced. The term "individual" includes manager, coach, player and spectator. The term "official" includes umpire, Recreation Coordinator, and Town staff. A team is responsible for the conduct of its individuals. Misconduct may result in penalizing an individual and/or a team with respect to Community Services Department leagues and tournaments.

No Individual Shall:

At any time lay a hand upon, shove, strike or threaten to strike an official or individual.

Maximum Penalty: Banned from the Town of Fountain Hills sports programs and assault charges may be filed.

Be guilty of objectionable demonstration of dissent by throwing gloves, bats, balls, or any other forceful action.

Minimum Penalty: Warning by official.

Maximum Penalty: Ejected from game and playing field area.

Discuss with an official, in any manner, the decision reached by such official except the manager, coach or captain.

Minimum Penalty: Warning by official.

Maximum Penalty: Ejected from game and playing field area.

Be guilty of using unnecessarily rough tactics in the play of a game.

Minimum Penalty: Ejected from the game and playing field area, and suspended from one league game.

Maximum Penalty: Banned from the Town of Fountain Hills sports programs and/or assault charges may be filed.

Be guilty of a physical attack as an aggressor upon any official or individual.

Minimum Penalty: Officials are required to immediately suspend the player from further play and report the incident to the Recreation Coordinator. Such player shall remain suspended until Town staff has reviewed the incident.

Maximum Penalty: Banned from Town of Fountain Hills sports programs and/or assault charges

may be filed.

Be guilty of an abusive verbal attack upon any official or individual on or off the playing field.

Minimum Penalty: Ejected from the game and playing field area, suspended from two league games, and probation for the remainder of the season.

Maximum Penalty: Suspension for one full year and probation for six months.

Use profane, obscene, or vulgar language in any manner, at any time, on or off the playing field directed at a player of official.

Minimum Penalty: Warning by the official or Recreation Coordinator.

Maximum Penalty: Ejected from the game and probation for the remainder of the season.

Use profane, obscene, or vulgar language in any manner, at any time, on or off the playing field in an undirected manner.

1st offense of game: Warning by the official or Recreation Coordinator

2nd offense of game: Ejection from the game.

Appear on the field of play at any time in an intoxicated condition or under the influence of any other type of illegal or legal drug that will infringe upon the individual's safety or the safety of others.

Minimum Penalty: Ejection from the game and probation for the remainder of the season.

Maximum Penalty: Banned from the Town of Fountain Hills sports programs.

Drink alcoholic beverages during league or tournament games.

Minimum Penalty: Forfeiture of the game and probation for the remainder of the season.

Maximum Penalty: Suspension of the team and probation for six months.

Drink alcoholic beverages in any Town facility parking lot.

Minimum Penalty: Suspension for the season and probation for the next season.

Maximum Penalty: Suspension from play up to six months and probation for six months.

Be guilty of damaging, destroying, or stealing Town property.

Minimum Penalty: Suspension for the remainder of the season and compensation for damages.

Maximum Penalty: Banned from Town of Fountain Hills sports programs and criminal charges may be filed.

Be guilty of any demonstration of unsportsmanlike conduct.

Minimum Penalty: Warning by official or Recreation Coordinator.
Maximum Penalty: Banned from Town of Fountain Hills sports programs.

NOTE: Players, coaches, or managers who are on probation when another incident occurs, may have their penalty increased to the maximum.

SECTION IV: ENFORCEMENT

1. SUSPENDED/EJECTED PLAYER

- A. A suspended/ejected player must remove himself or herself immediately from the contest area (including the parking lot) as designated by the on-site Field Supervisor.
 - B. If a suspended/ejected player does not remove himself/herself from the contest area, their team members or coaches/managers are responsible for his/her removal.
 - C. **TWO-MINUTE CLAUSE:** Two minutes shall be allowed for suspended/ejected players to remove himself/herself from the designated contest area. If this limit is not met, the game shall be forfeited to the offended team and MCSO will be contacted to remove the person from the park.
2. The on-site Field Supervisor or official may suspend a player from further play on that day only. Further suspension is up to the Recreation Coordinator only.
3. **Players/teams that are ejected from a game will receive an automatic two-game suspension and be placed on probation for the remainder of the season.**
4. A player, coach, or manager may appeal a suspension within 24 hours in writing to the Community Services Department for further action. The Recreation Coordinator and Recreation Supervisor will hear the appeal within 10 working days.

NOTE: As Team Manager, I have read the above sportsmanship conditions and have informed my players and coaches of the conditions, restrictions, and penalties.

Team

Name: _____

Manager

Name

(Print): _____

Manager

Signature: _____ **Date:** _____